

FIG. 1

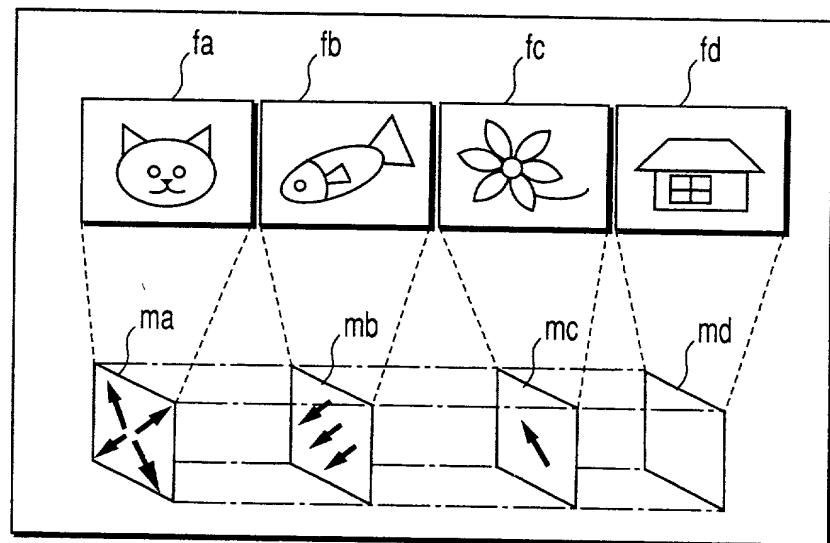
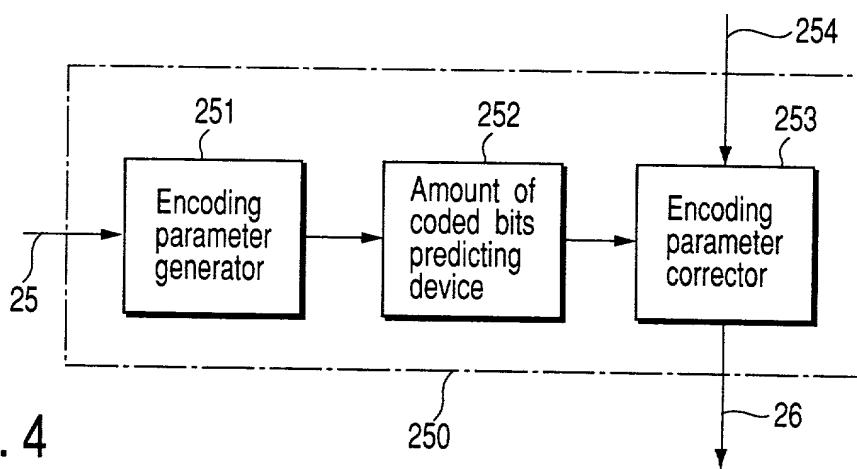
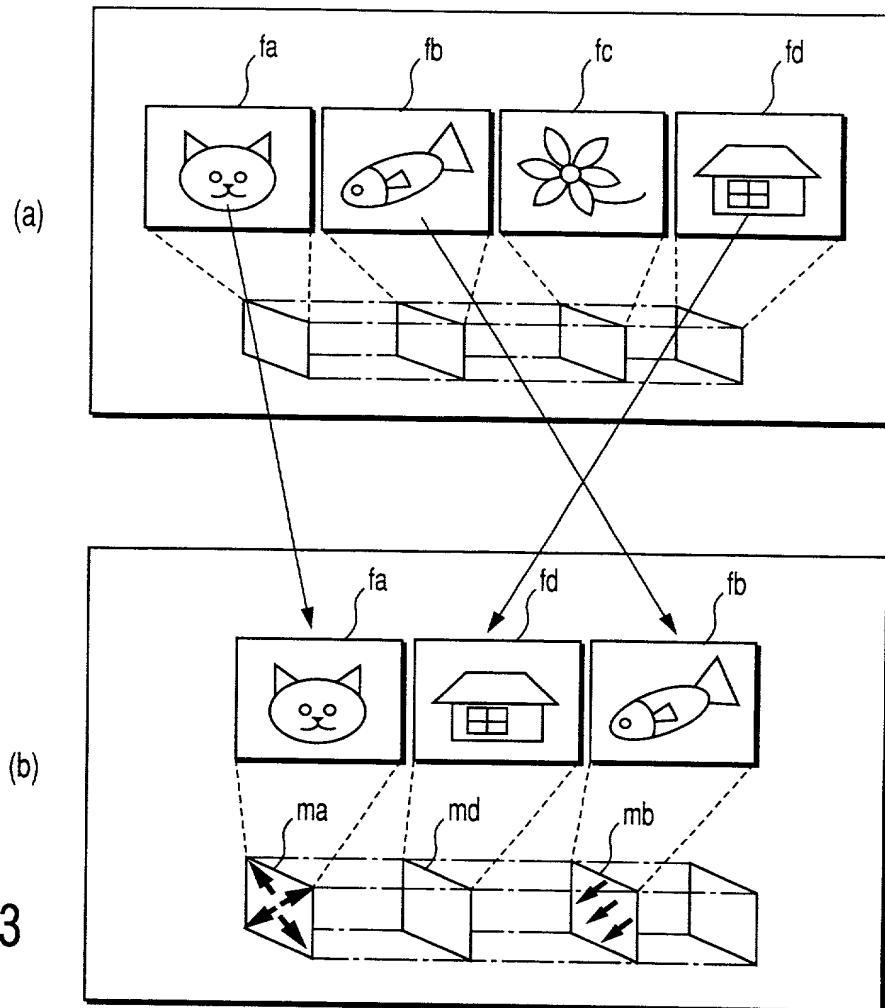


FIG. 2

Smoothness of movement 30 15 10
Image activity 1 3 5



Case of scene segmentation

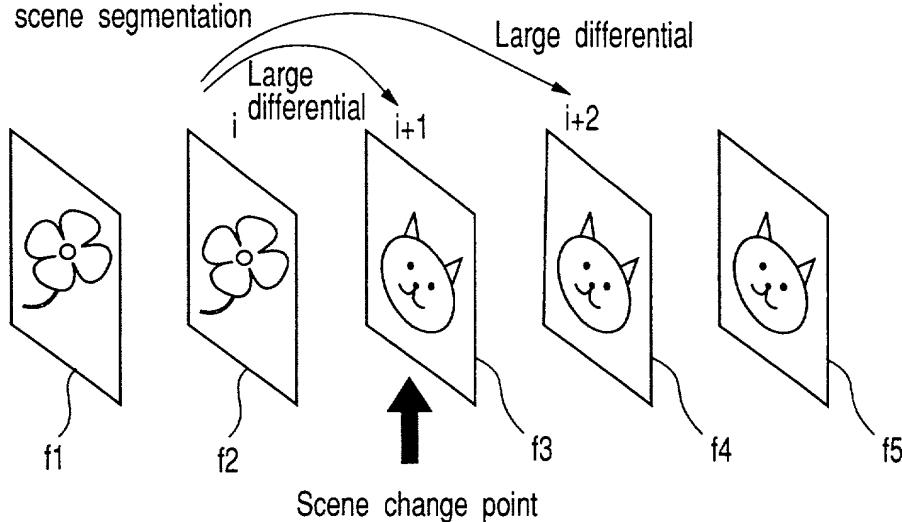


FIG. 5A

Case of flash frame

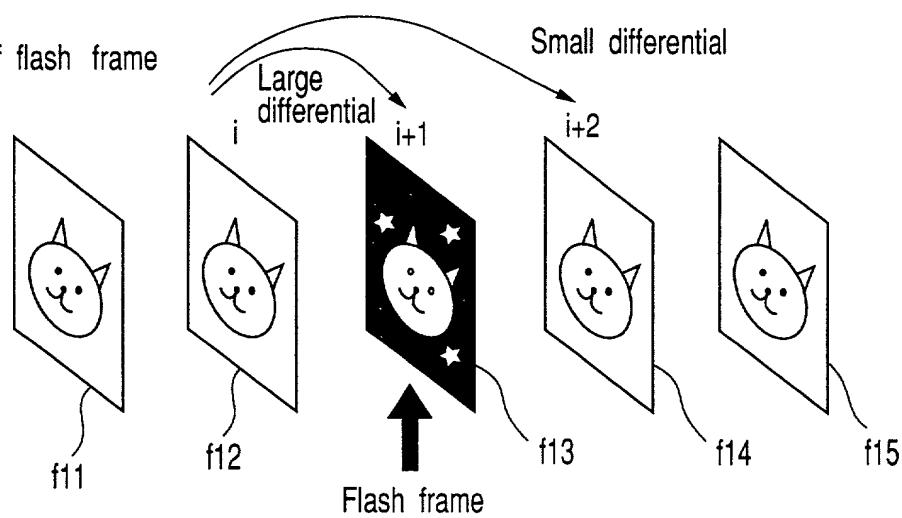


FIG. 5B

Case in which almost no motion vector is present

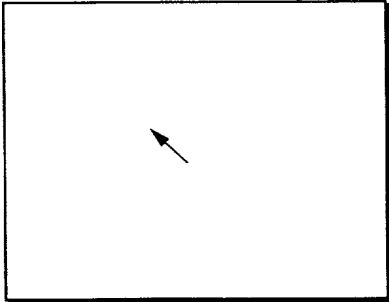


FIG. 6A

Case in which motion vectors in the same direction/size are distributed over the entire frame

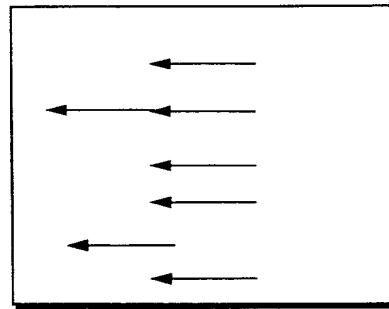


FIG. 6B

Case in which a motion vector partially located in frame

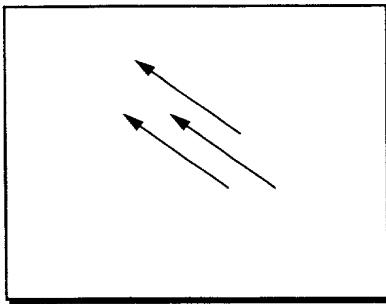


FIG. 6C

Case in which motion vectors are distributed in a radiation manner in frame

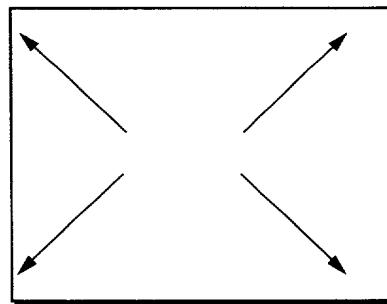


FIG. 6D

Case in which there exists a larger number of motion vectors in a frame, and directions are not uniform

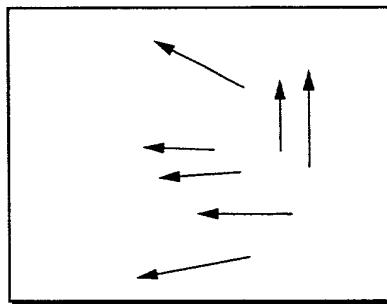


FIG. 6E

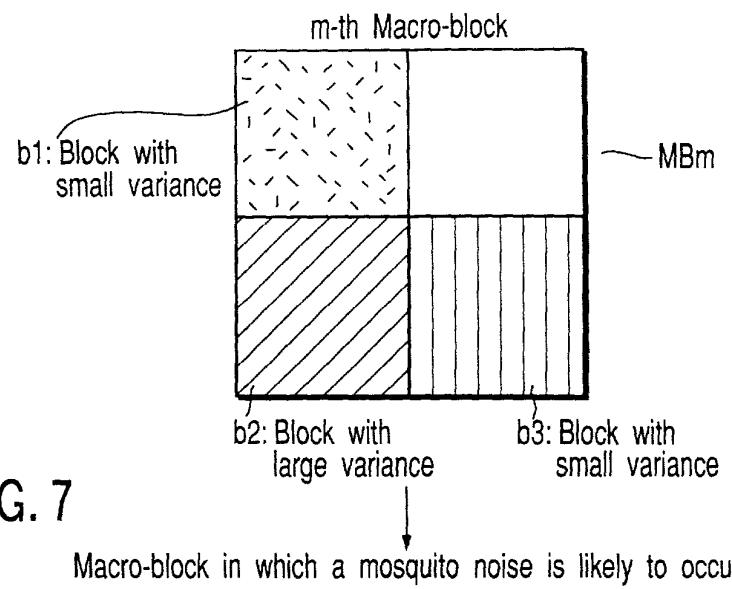
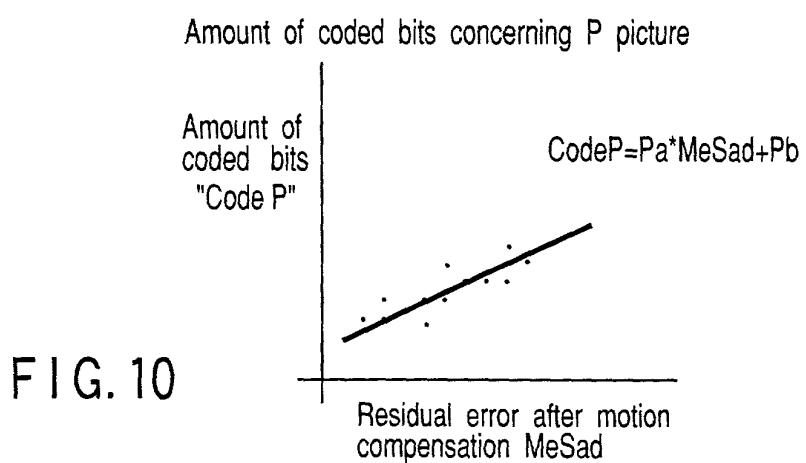
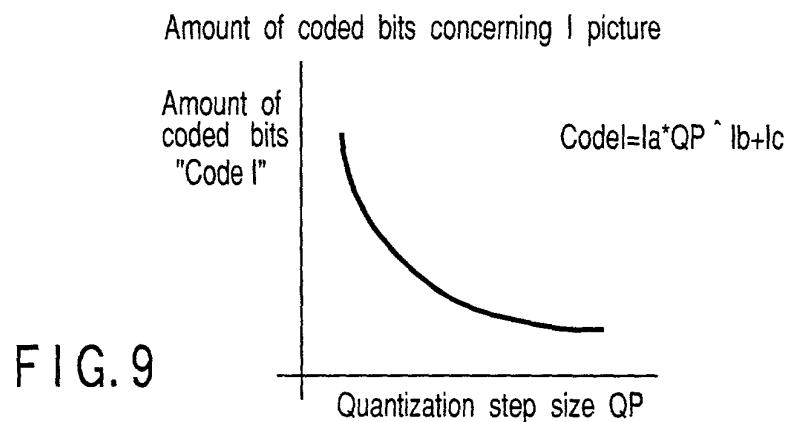


FIG. 7

00000000000000000000000000000000



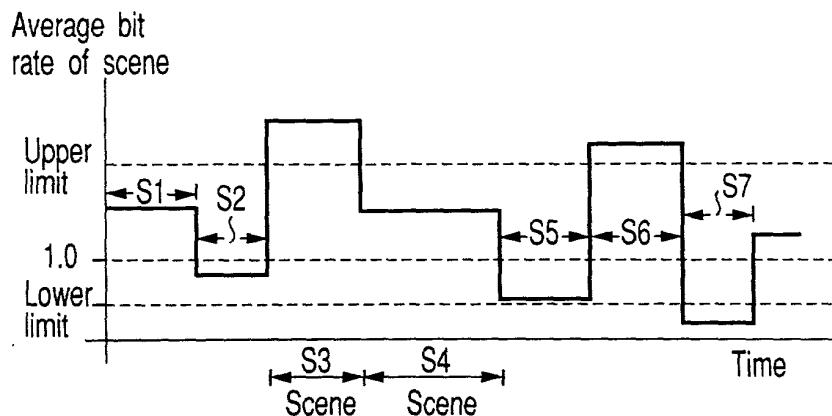


FIG. 8A

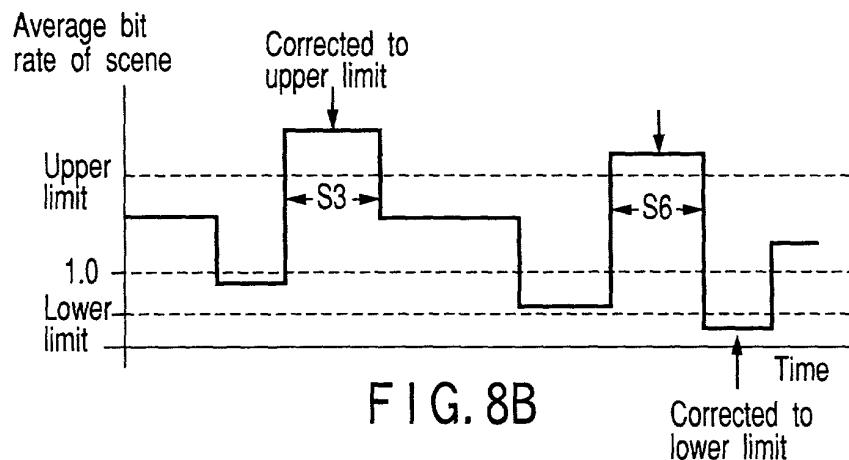


FIG. 8B

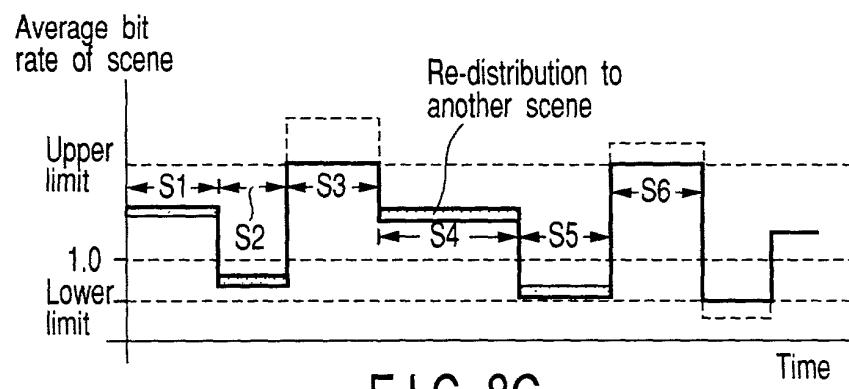


FIG. 8C

Mode	Motion vector	Texture
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FIG. 12

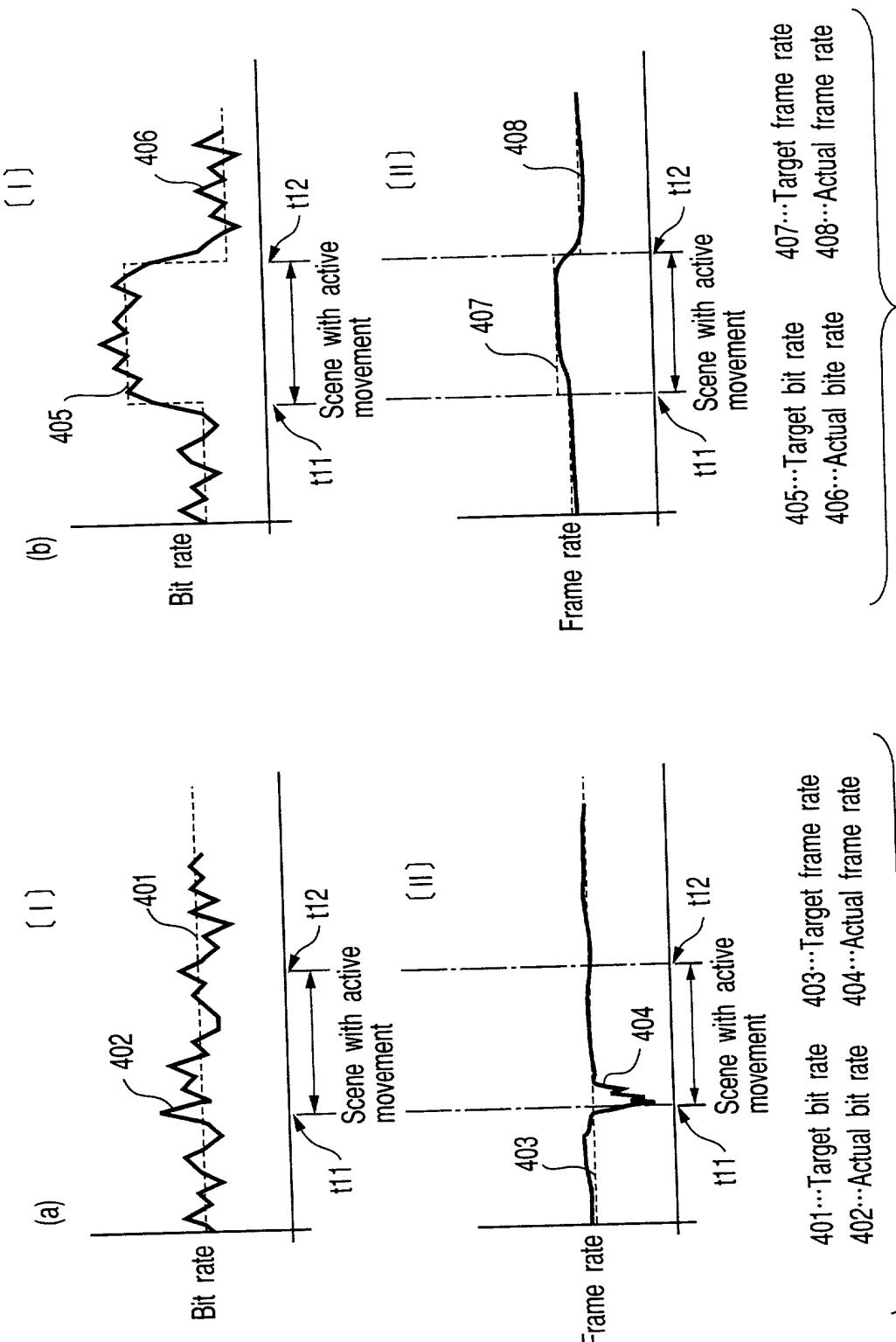


FIG. 11A

FIG. 11B